# Out Of This World Reference Card for MS-DOS

This document contains the last minute modifications which do not appear in the manual.

Please read this document before starting the game.

Also be sure to check the disk for any 'README' document which will have any changes to the manual or this reference card that are not included here. To read the 'README' document type

*README <enter>*

## Installing the game on the hard disk:

Put the first disk into drive A, type

*A: <enter>*

then type

*INSTALL C: <enter>*

(if your hard drive is called C), followed by the *ENTER* key.

The installation program will guide you through the install.

You may quit the installation at any time by pressing

*CTRL-C*

## Automatic detection and changeable options:

The program will automatically detect your configuration (graphics card, sound card, etc.).

You may override the auto detection if you desire by either running the program **SETUP** (called automatically by the installation program on the hard drive) or by specifying options on the command line.

To do this you must add the command after 'WORLD'. If you want more than one option you must separate each with a space.

## List of user options:

- **V** : VGA graphics card
- **E** : EGA graphics card
- **T** : Tandy 1000 graphics card
- **S** : Sound Blaster sound card
- **A** : Adlib sound card
- **R** : Roland LAPC1 or compatible sound card
- **H** : Internal speaker
- **K** : Keyboard
- **J** : Analog joystick
- **C** : Calibrate joystick
- **1** : Best quality music and effects
- **2** : Lesser quality music and effects

(may make the game run faster)

- **N** : NoSound : turns the sound off completely

## Explanation of the different music and sound effect options:

During the game with the sound on you will hear digital music and sound effects in four voices (Yes, even with an Adlib card!!).

This, unfortunately, takes up much processor time.

If your machine is not very fast the game will run slower than normal.

Here is what you can do to speed up the game:

- Don't use any memory add-ons (such as EMM386, QEMM etc...) In

fact, certain versions of these memory managers take up a lot of time and considerably slow down the game.

- If the game is running a little slow, use option 2 ('WORLD 2'). The sound is slightly lower in quality but the game will be much faster.

- If you have a Soundblaster card, it is the one that demands the most amount of processor time.

- If the game is too slow you can run in Adlib mode ('WORLD A'). You will lose a little in quality, but gain a lot in speed.

- If you still find the game too slow use the 'No sound' option ('WORLD N'). You will no longer have any sound but the game will run at its fastest.

## Joystick Controls

**Left/Right** = walk left/right
**Down** = duck
**Button A** = attack/run fast
**Button B** = jump

## Keyboard Controls

**Left/Right arrow** = walk left/right
**Down arrow** = duck
**Space bar/Ctrl/Enter/Keypad-5/Alt** = attack/run fast
**Up arrow** = jump

## Note concerning the usage of a joystick:

Even if you own an analog joystick the program will execute in the default keyboard mode (fastest). To be able to use a joystick, select option 'J'. When the program starts up it will assume that the joystick is centered and will take a measurement of that.

This measurement may not be exact and will make the joystick control unprecise. If this happens you can force a more exact measurement of your joystick (a calibration) by using the option 'C' when starting up the game ('WORLD C').

**NOTE**: Using an analog joystick demands lots of program time. If you find the game is a bit slow then play the game with the keyboard.

## Memory Driver Conflicts

Some memory managers may cause the game to run slower than normal. To reduce the slowdown effect caused by a memory manager, run the game at a slower sound rate or with no sound at all. You may run the **SETUP** program to change the default sound mode.

**QEMM-386 Note**: When using QEMM-386 with Stealth mode features, you must disable them before running the **SETUP** program. Disabling QEMM-386 is discussed in the Quarterdeck Users Manual.

**HAVE FUN !!!!**